

# Game Rules

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## Basic Rules

To start the game, each player draws ten white cards.

The player who most recently pooped begins as the Card Czar and draws a black card. If Hugh Jackman is playing, he goes first, regardless of how recently he pooped.

The Card Czar reads the question or fill-in-the-blank phrase on the black card out loud. Everyone else answers the question or fills in the blank by passing one white card, face down, to the Card Czar.

The Card Czar then shuffles all the answers and reads each card combination out loud to the group. The Card Czar should re-read the black card before presenting each answer. Finally, the Card Czar picks the funniest play, and whoever submitted it gets one point.

After the round, a new player becomes the Card Czar and everyone draws back up to ten white cards.

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## PICK 2

Some black cards say “PICK 2” on the bottom. To answer these, each player plays two white cards in combination. **IMPORTANT:** Arrange them in the order that the Card Czar should read them—play the first card face down, and then play the second card face down on top of it.

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## Gambling

If you have more than one white card that you think could win a round, you can bet one of your points to play an extra white card. If you win, you keep the point. If you lose, whoever wins gets the point you wagered.

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## House Rules

Cards Against Humanity is meant to be remixed. Here are some of our favorite ways to pimp out the rules:

**Rando Cardrissian:** Every round, pick one random white card from the pile and place it into play. This card belongs to an imaginary player named Rando Cardrissian, and if he wins the game, all players go home in a state of everlasting shame.

**Happy Ending:** When you're ready to end the game, play the “Make a haiku” black card. This is the official ceremonial ending of a good game of Cards Against Humanity. Note: Haikus don't need to follow the 5-7-5 form. They just have to be read dramatically.

**Never Have I Ever:** At any time, players may discard cards that they don't understand, but they must confess their ignorance to the group and suffer the resulting humiliation.

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## House Rules (cont.)

**Wheaton's Law:** Each round, the Card Czar draws two black cards, chooses the one they'd prefer to play, and puts the other at the bottom of the black card pile.

**Rebooting the Universe:** At any time, players may trade in a point to return as many white cards as they'd like to the deck and draw back to ten.

**Packing Heat:** For Pick 2s, all players draw an extra card before playing the hand to open up more options.

**Meritocracy:** Instead of passing clockwise, the role of Card Czar passes to the winner of the previous round.

**Smooth Operator:** If a player slips a card from their hand into conversation without anyone noticing, they may trade it for one point. If the player is called out, they lose a point. If this rule is confusing, you're taking this game too seriously.

**Tie Breaker:** If the Card Czar can't decide between two white cards, they may declare a Tie Breaker. In the event of a Tie Breaker, the more conventionally attractive player wins.

**Chubby Bunny:** Players crumple up their winning cards and keep them in their mouths as points.

**Freaky Friday:** Players play Cards Against Humanity while wearing their mothers' underpants.

**Hard Mode:** Play Cards Against Humanity while raising four kids, dealing with chronic back pain, and waiting tables at Chili's. Bonus! For an added challenge, try being gay or black.

**Russian Roulette:** The Card Czar takes out a revolver. They place one bullet at random in the cylinder, spin it, and close it. They then hold the gun to their head and pull the trigger. If the Card Czar survives, they defiantly place the gun in the center of the table and eye the other players, challenging them to pick up the gun “if they're man enough.” The Card Czar wins a point.

**Hail to the Chief:** A player may earn a point at any time by announcing candidacy for and successfully being elected President of the United States of America.

**Race to the Moon:** All players begin masturbating immediately. Then what happens?

**Smoke Opium and Play Cards Against Humanity:** Great idea!

**Wait for Godot:** At the start of the game, instead of drawing a hand, players stare at the pile of white cards. After an indeterminate amount of time, players move their gaze to the pile of black cards. The game doesn't begin. How can it begin? It has already ended. In the gloom, players shift their cloudy gaze from pile to pile. Is it a trick of the light, or do the black cards and white cards seem to converge in an indistinguishable grayness? Mote by mote, dust settles on the cards. Nobody accumulates points. Nobody wins.

**Don't play Cards Against Humanity:** Walk to a park. Call your mother. Live a little.